Disney News

OFFICIAL MAGAZINE FOR MAGIC KINGDOM CLUB FAMILIES

FALL 1974

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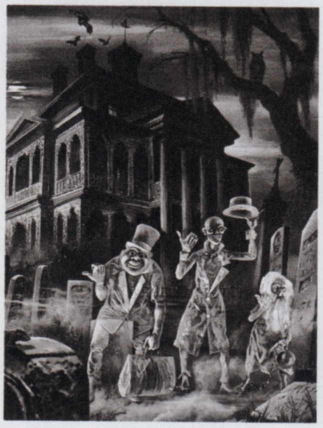

COVER STORY: Hitchhikers are not always what they seem to be. At least, they aren't at Disneyland and at Walt Disney World in the eerie atmosphere of the Haunted Mansions. For more about these wandering spooks and the houses they inhabit, see story beginning on page 2.

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Sirs:

I loved every minute of my stay at Walt Disney World, and I'm looking forward to coming back soon. I would like to know how many lights it takes to run the nightly electrical water pageant? And do you run it all year round?

Sincerely,
Diana Borcz (Age 11)
Seven Hills, Ohio

The Electrical Water Pageant can be seen by guests at Walt Disney World every night of the year, weather permitting. There are approximately 21,000 lights used in the production.–ED.

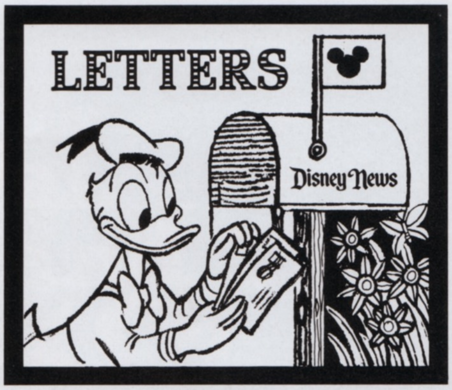
Sirs:

We went to Disneyland with some friends who were visiting us from England. They liked it very much. But what they liked the most were all the flowers. They could not believe that they were real. We would like to compliment your landscape gardeners on the tremendous job they do.

Sincerely,
Deborah Hollander
Downey, California

If you would like to share your ideas with our readers, just drop a note to:

EDITOR, Disney News,
1313 Harbor Blvd.,
Anaheim, Calif. 92803



Sirs:

When I was smaller, my family visited Disneyland, and I was afraid to ride the Matterhorn bobsleds. But when we visited Disneyland this year, I rode the bobsleds and enjoyed it very much.

Your friend,
Lisa Ann Gary (Age 8)
Carson City, Nevada

Sirs:

I had a good idea when I was at Walt Disney World, and it is this. Why don't all cities have streetcars drawn by horses on tracks like they do on Main Street? It wouldn't be fast maybe, but it would get you there. And, there wouldn't be any problems with a gas shortage.

Sincerely,
Arnold C. Wethern
Los Angeles, California

Sirs:

My parents are taking me to Walt Disney World this year, which is great, but I have a problem. I want to take my dog, Taffy, with me. Is there a place where she can stay?

Sincerely,
Buddy Simpson (Age 7)
San Antonio, Texas

Taffy is in luck. Walt Disney World has an exclusive resort for pets called the Kal Kan Kennel Club.–ED.

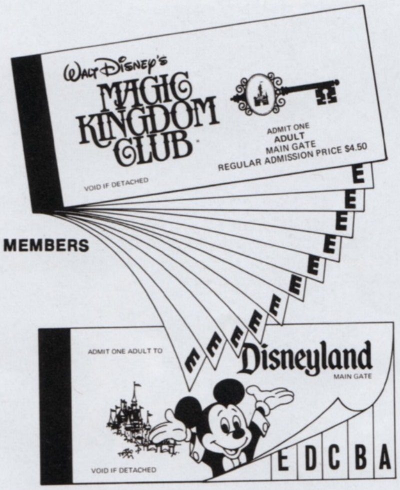
The Magic Kingdom Club membership card is good year-round . . . at both Disneyland Park in California and at Walt Disney World Vacation Kingdom in Florida. Reasons for the seasonal change in ticket media are frequently unclear to new members. It's somewhat difficult to explain in limited space, but our best effort, to date, appeared in the Fall '72 issue of Disney News. This is a reprint.

THE "KEY" TO FAMILY FUN THIS FALL

This Fall the popular Magic Key ticket book returns for the exclusive enjoyment of all Club members . . . at both Disneyland and Walt Disney World.

Most members are aware that Magic Key tickets provide "open sesame" to ANY of the many attractions at Disneyland and Walt Disney World at a price which is less than the general public pays for the regular A B C D E tickets. Other members are less familar with how the Fall/Winter/Spring books (with Key coupons) differ from the Summer ticket books.

For first-time visitors, the difference in our ticket books is sometimes confusing. Your many calls and letters indicate the need to explain just what advantages the Club member does have over the general public.



Early in Disneyland's history (before the Magic Kingdom Club) it seemed logical that, in order to provide maximum enjoyment of the Park's facilities, we needed a ticket book which would give admission and sufficient coupons to enable the guest to have a wide selection of the Park's many attractions. Thus, the A B C D E book evolved. Millions of families have used this popular book to enjoy a sampling of ALL attractions, with A coupons (10c), B coupons (25c), C coupons (40c), D coupons (70c), and E coupons (85c). It was only natural that the E rides became most popular, especially with families who visited often. Then when the Magic Kingdom Club was devised (Fall of 1958) our advisory group from newly formed Chapters asked for a ticket book with ALL E coupons. And that's what the Magic Key Book is . . . all Key (E) coupons. These coupons may be used, however, on any other attractions (A B C D). Curiously, Club members do use a good percentage of their Key coupons for C and D rides. We discovered that the all E (Key) book worked very well in the nine months of Fall, Winter and Spring, but not so well in the peak Summer season . . . when waiting areas at major attractions became quite congested. After considerable experimenting, and discussion with personnel and recreation leaders in California, it became apparent that we should go back to the A B C D E tickets for the three month Summer season, but with two extra coupons (one C and one E) for Club members only. And, of course, at a lower price than the general public pays for the regular A B C D E ticket book. Confusing? Not really . . . not after your first visit.

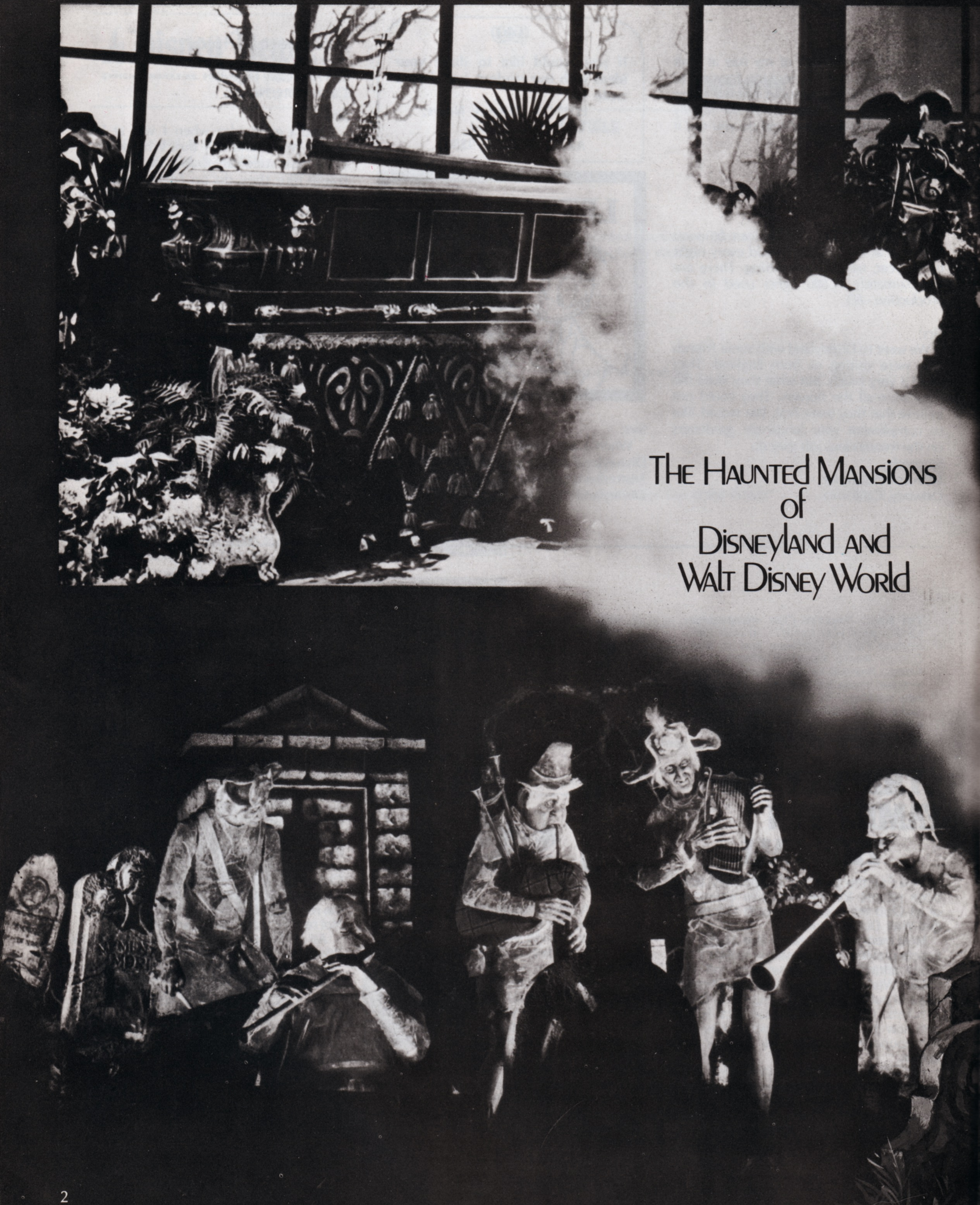
All of the foregoing adds up to simply this: The Club member pays less than the general public and consistently receives a better ticket book . . . year-round.

Fall truly is the time for more family fun at both Disneyland and Walt Disney World . . . especially with Magic Key ticket books.

Plan now to bring the family and visit us before the busy Holiday season!

Milt Albright
Executive Director
Magic Kingdom Club

The Haunted Mansions of Disneyland and Walt Disney World



"Wall-to-Wall Creeps and Hot and Cold Running Chills"

Over forty years ago, two people entering a vacated estate in New Orleans' French Quarter noticed a sudden drop in temperature accompanied by a strange stillness. The doors began swinging open and shut. Open and shut. Faint footsteps and the rustle of taffeta skirts were heard in the hallway. And the distinct sound of never-ceasing piano music permeated the house. But there was no one there. The explanation? Experts say that these were ghosts who were content to relive their most important moments of mortal life: dancing and piano playing.

It seems that ghosts have a keen sense of history and tradition. They prefer large estates in the southern or eastern portions of the United States because of the areas' rich heritage, and they love to associate with important leaders and events of the past. In short, they're very sentimental.

Being extremely sensitive to ghostly desires, "Imagineers" and artisans at Walt Disney Productions took over ten years to develop frightfully authentic "illusionary" techniques for the Haunted Mansion at Disneyland and Walt Disney World. Great care was taken so that all the "haunts" would be frightfully happy.

At Disneyland's New Orleans Square, the southern spooks are delighted with their stately Haunted Mansion which closely resembles a pre-Civil War Plantation. A magnificent estate amid tall, shady magnolia trees and sprawling lawns, the Haunted Mansion captures the "spirits" of the Old South.

And the eastern seaboard ghoulies are just as thrilled with Walt Disney World's Haunted Mansion in Liberty Square. Resembling the nightmare architecture of Edgar Allan Poe, this Haunted Mansion is a gloomy granite

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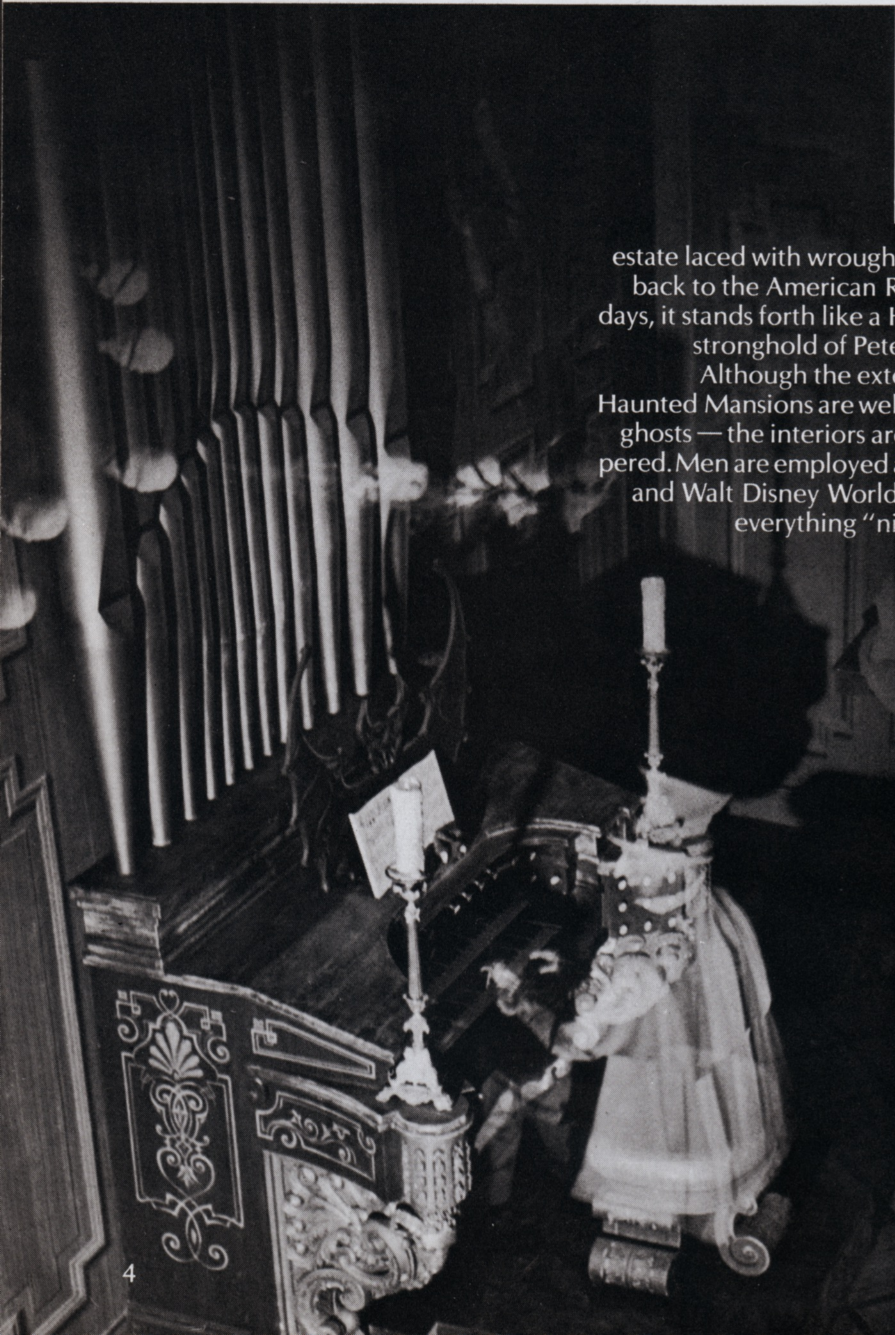
EPHRAIM
JAMERSON



estate laced with wrought iron. Dating back to the American Revolutionary days, it stands forth like a Hudson River stronghold of Peter Stuyvesant.

Although the exteriors of both Haunted Mansions are well-kept for the ghosts — the interiors are just as pampered. Men are employed at Disneyland and Walt Disney World just to keep everything "nice and dirty."

And this is no small task. In the attic of each Haunted Mansion, there are over 200 trunks, chairs, dress forms, shovels, and harps — not to mention a graveyard of ectoplasmic figures — all demanding suitable coats of dust. And great care is taken to see that there is suitable cobwebbing for every nook, corner, and cranny.

Dust is purchased from a California firm in five-pound bags, and it's distributed by a device looking much like a hand-spreader for grass seed.

Cobweb ingredients come in quart bottles and are formed by a secret process that is real enough to fool a black widow spider.

Asked how he liked his job, one "duster" replied, "It's a little spooky working in there. I know how everything was built,but I still find myself thinking about what might be around the next corner."

But for the 999 "happy haunts" of both Haunted Mansions, and the many guests who enter their eerie domain, life is simply a "ghoulish delight" where wispy figures of gallant men and lovely ladies dance on and on in the cool, still, musty-aired rooms of the past.

DISNEYLAND'S FORMER AMBASSADORS REMEMBER

As she stands beside the sick boy's bed—his eyes light up. Then, seven tiny men arrive and begin a lively dance. And the little boy smiles and reaches out. Who are they? A fairy godmother and her helpers? Mother Goose and her friends? A princess and her court? No. She's a Disneyland Ambassador, and they're the Seven Dwarfs, making a goodwill visit to a children's hospital.

A Decade Of Goodwill

Almost ten years ago, an attractive brunette named Julia Bridgette Reihm became Disneyland's first Ambassador, and her mission was to "carry Disneyland's famous spirit of goodwill throughout the United States and foreign nations."

And much has happened since Miss Reihm first traveled the globe on behalf of Walt Disney Productions. Walt Disney lived to see the near-completion of two important dreams: the unique "Vacation Kingdom of the World"—Walt Disney World—opened its gates to guests in Florida in October, 1971. And a professional school of all the creative and performing arts, California Institute of the Arts, opened in Valencia, California.

Recently, in honor of Disneyland's approaching 20th birthday—and tenth year of Ambassadorial diplomacy—DISNEY NEWS invited several past Disneyland Ambassadors to share their memories with us: Connie Swanson Lane, 1966, a perky, 5'4" blonde who is currently a VIP Hostess at Disneyland; Marcia Miner Phillips, 1967, the sandy-haired, blue-eyed wife of a Los Angeles television sportscaster and mother of two vivacious boys; Sausha Sherbin, 1968, a striking blonde of Russian descent who is a lecturer for the Wilson Learning Corporation of Minneapolis, Minnesota; Shari Bescos Koch, 1969, a tall, tanned woman with a ready smile, who resides in Corona del Mar, California, with her husband and two-year-old son; Cathy Birk, 1970, a green-eyed coed at California State University at Fullerton; Marva Dickson, 1971, an attractive Account Executive for radio station KCOM in Newport Beach, California, and Bonnie Drury Cook, 1973, a lovely, dark-eyed brunette who is presently enrolled as a communications major at California State University at Fullerton.

ED. AS AMBASSADORS YOU MUST HAVE HAD MANY MOVING EXPERIENCES. WHAT WERE THEY?

Marcia: *"The children's hospitals. No matter how ill a child was—physically or emotionally—the minute he saw one of the Disney characters, his entire face lit up."*

Bonnie: *"I know that this sounds almost unreal, but at one hospital I visited there was a little boy who hadn't spoken in six months, but the minute he saw Mickey Mouse he said, 'Hi, Mickey.' The nurses—everyone started crying—it was really something. It made me aware of all the happiness Disney brings to people."*

Marcia: *"That's what I meant. I found that the Seven Dwarfs—all of the Disney characters—had a marvelous effect on people. And this made me realize that if I could only convey to the public just a part of the Disney magic—that was enough."*

Continued

ED. DID YOU FEEL YOU BROUGHT DISNEY CLOSER TO PEOPLE?

Sausha: *"Yes, that's the nice part of being an Ambassador: she's a tangible personality. And the Ambassador is as close as many people will ever come to Walt Disney Productions. It certainly made me realize the need to touch people and close the gaps which separate us."*

ED. WHAT EFFECT DID YOUR YEAR AS AMBASSADOR HAVE ON YOU AS A PERSON?

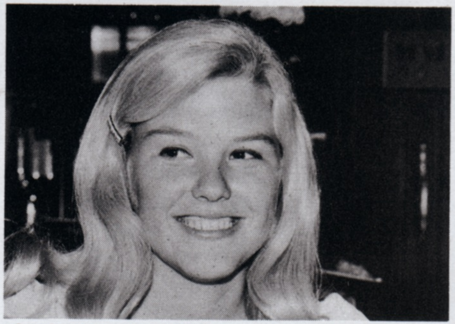
Marcia: *"I'd say my year as Ambassador was the true 'polish' to my becoming a well-rounded individual."*

Marva: *"I think that's because we learned to relate to people on a one-to-one basis—whether they were a head-of-state or a small child."*

ED. WEREN'T THERE SOME FUNNY SITUATIONS AS WELL AS POIGNANT ONES?

Connie: *"Oh, yes. One day in Santa Barbara I was standing at this beautiful park just before I was to give a speech. But, at the last minute, a peacock in the tree above me decided to say 'hello.' So, I had to make a mad dash to the restroom and rinse off the peacock's 'calling card' before I was to take part in the ceremony. And, on my way back to the platform, a horse stepped on my foot. The animal kingdom certainly made my day!"*

Cathy: *As Ambassadors we wore a version of the Disneyland Tour Guide costume which consisted of a pair of knee socks. And, when I appeared on a television show, our "Alice in Wonderland" characters, Tweedledum and Tweedledee, were dancing all around me. Suddenly I noticed that they had pulled my knee socks down around my ankles! Fortunately, that part of the episode didn't go on the air."*



Shari: *"Be thankful for those knee socks! When I visited Bangkok as Ambassador there was a little lizard chained to the wall of my hotel room to eat the bugs. But, apparently, my lizard didn't do his job, for when I awoke the next morning, I had bites all over my calves. But my knee socks covered them up."*

Sausha: *"One experience that stands out in my mind occurred at the Portland Rose Festival. The float I was sitting on ran into the float ahead of us. I could see it coming, so I literally flew off the float into the street. We stalled the entire parade."*

Bonnie: *"My experience is similar to Connie's. When I was in Australia, I was posing for a picture holding a cuddly, baby koala bear. But like most babies, this one wasn't housebroken. But I kept on smiling."*

ED. TRAVELING ALL OVER THE WORLD, WHAT WAS THE MOST COMMONLY ASKED QUESTION?

Marcia: *"People always asked me about Walt Disney. They wanted to know all about him—what he was really like."*

ED. WHAT WAS WALT DISNEY REALLY LIKE?

Connie: *"He was captivating. For example, when photographers were taking a picture of Walt and me together, we were supposed to pose looking at each other's shoulders. But Walt was so dynamic, my eyes kept returning to his face. My mother always said whenever I went to see Walt I was always on needles and pins, but that I returned on cloud nine. He was truly captivating."*

Sausha: *"I saw Walt Disney sitting at a table at our Studio in Burbank once before I became Ambassador. I wanted so much to go up and talk to him. But I felt awkward. I thought, 'there will be another time.' But there wasn't. I'll always regret that."*

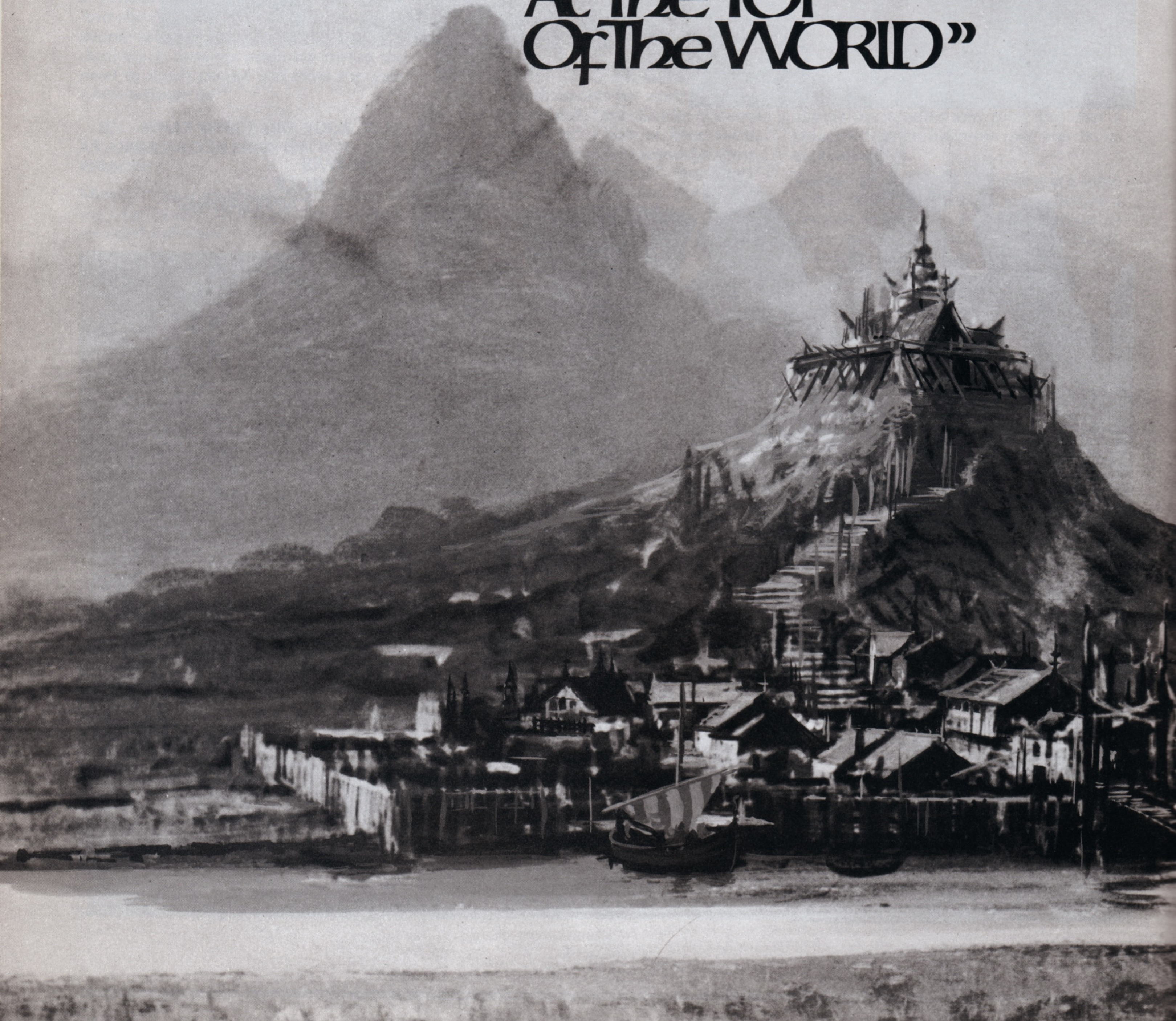
*Disneyland Ambassador (1973)
Bonnie Drury Cook greets the
Crown Princess of Japan.*

"HE WAS TRULY CAPTIVATING"

A Pastoral Valley Midst Peaks Of Glittering
Ice, A Forgotten Race of Golden Giants,
And A Mysterious Legend Which Tells Of
"The Place Where The Whales Go To Die"...

WALT DISNEY PRODUCTIONS'

"The ISLAND At The TOP Of The WORLD"



Today, as space-age explorers hurtle at increasing speeds toward the dark places of the universe, our all-too-familiar planet, it would seem, holds no new surprises for the adventuresome.

But perhaps we underestimate the seemingly guileless face the earth puts forward? Scrubbed clean, its features clearly defined, its familiarity lulls us with reassurance, releases us from the terror of confronting the unknown.

Well, there are those who believe that fantasy always is well ahead of fact. Dreamers, visionaries, men of science even — all know with an uncanny certainty that marvels exist, here and now, that when revealed will thrill men's hearts even as they chill their souls. The familiar face has hidden depths beneath its calm exterior.

In "The Island at the Top of the World," Walt Disney Productions' epic film adventure charged with excitement and super fantasy in the Jules Verne tradition, an incongruous group consisting of four men, all with different motivations, join together in a mission to the North Pole which is as improbable as it is seemingly impossible.

The year is 1907. Robert E. Peary has yet to conquer the North Pole. Many persons travel still in horse-drawn carriages. The age of the successful airship is in the future. Victorian men of business are hardheaded and pragmatic. Life holds few surprises — it would not be correct were it to do so.

Yet, a wealthy Englishman, Sir Anthony Ross (Donald Sinden), conventional, typical of his time, sets in motion an incredible sequence of events that leads to a confrontation with a civilization some 1,000 years old.

Determined and resourceful, Sir Anthony is not reconciled to the loss of his only son, Donald (David Gwillim), who disappeared in the arctic, leaving only two clues: a page from an old Hudson's Bay Company journal mentioning a hidden island "far beyond land's end where the whales go to die," and a curious map of carved whalebone.

Dismissing any thoughts that finding his son is an impossible task, Sir Anthony enlists the aid of an American archaeologist lecturing in Norway, Professor John Ivarsson (David Hartman), by almost literally kidnapping him and then intriguing him with the mission to find the lost island.

The men take off in the Hyperion, a gigantic airship designed and piloted by Captain Brieux (Jacques Marin), who finds out too late that Sir Anthony has financed the ship and is, therefore, in command of where the novel ship will go and what its fate will be.

After a nerve-wracking flight during which the captain nearly falls to his

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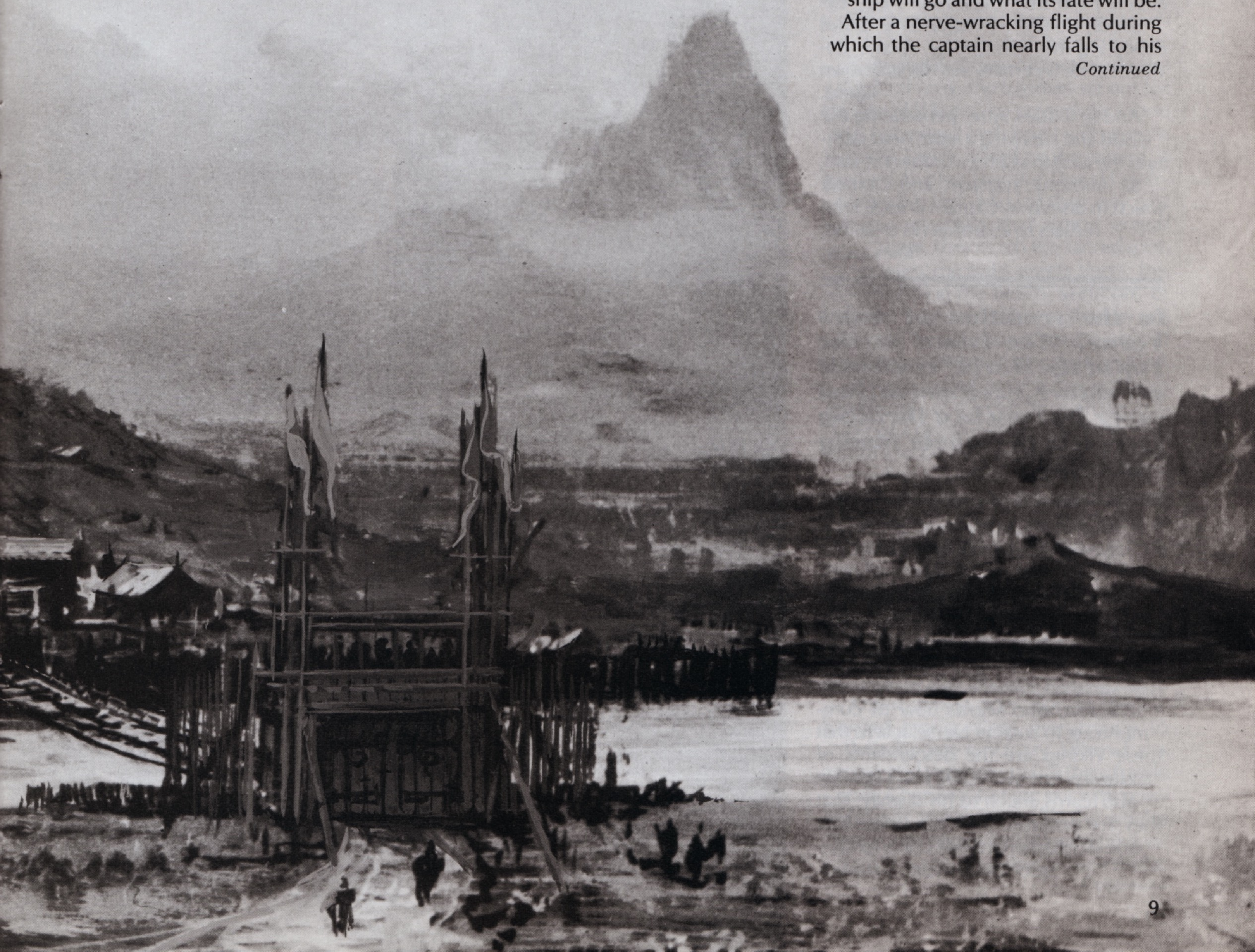


death, the travelers reach Fort Conger inside the polar circle. From there, they depart with Oomiak (Mako), an Eskimo guide who had accompanied young Donald Ross on his quest for the graveyard of the whales, and who is the last known person to have seen him alive.

Oomiak resists going. But Sir Anthony is once again resourceful. He lures the curious Oomiak onto the ship, and then gives orders for the vessel's lines to be released. Terrified, Oomiak still refuses to tell what he saw. Fear has sealed his lips.

Nearing the top of the world, the voyagers spot whales of every description from all parts of the world moving north through channels in the ice. Ivarsson, who has been charting their course from the whalebone map, excitedly points to a huge, dense cloud obscuring the horizon far ahead. Beneath it, he is certain, lies the unknown island.

And so it does. After penetrating the cloud and surviving a storm that damages the airship against a mountain wall, Sir Anthony, Ivarsson, and Oomiak watch in dismay as Captain Brieux, who refuses to abandon his creation, floats away.

In the tradition of Jules Verne, "The Island at the Top of the World" combines adventure, excitement, and super fantasy in a thrilling spectacle the whole family will enjoy.

Continuing onward by foot, the remaining group finds themselves in a misty valley warmed by volcanic heat. Suddenly, a heavy spear lands at their feet, and they are seized by four giant Vikings, dressed in the mythic trappings of a people long since thought to have vanished from the face of the earth. Ivarsson, who knows how to communicate in ancient Norse, learns that these Vikings are the descendants of castaways lost over 1,000 years ago. He also learns, much to his dismay, that they are obsessed with the belief that one day barbarians will come to conquer their hidden paradise.

Kept under close guard, the captives are taken to a farmhouse where a Viking girl, Freyja (Agneta Eckemyr), tells them in halting English that she and her family have sheltered Donald, that he is alive, but that he has been taken into custody by the Godi (Gunnar Ohlund), the high priest of the colony.

Oomiak escapes before Sir Anthony and his son are reunited during a trial by the Viking Council at which the Godi, in unrelenting terms, decrees that all the invaders must die. The condemned men are tied to stakes on a burning barge and put to sea.

But help, in the person of Freyja, who has maneuvered a small boat next to the prisoners under cover of the smoky haze, arrives. Quickly, she unties them, and they make shore on her craft. Oomiak reappears, and the group, with the Godi and his men in hot pursuit, hide in a cave.

Knowing that they cannot elude the Godi for long, the fugitives set out for the Bay of Whales, so powerfully taboo that not even a high priest will venture there. Freyja, raised on the legend, is terrified, but her love for Donald overcomes her fear. Making their way past volcanic eruptions that almost engulf them, they reach the sacred spot.

An awesome sight greets them. Below them on the beach, skeletons of whales stretch for as far as the eye can see. Whole carcasses, multitudes of them, are embedded in translucent ice.

The group begins their descent from the heights of the cliff through the crater of a dead volcano. Suddenly, the Godi and his men appear above them, sending a huge boulder down upon their heads.

Having no alternative, the fugitives stumble into an underground river which sweeps them away into the Bay of Whales where, bruised and half-frozen, they clamber atop a large ice floe. Serene in his belief that sea beasts will destroy the group, the Godi watches for the disaster to take place.

And it almost does. For, as the exhausted group clings precariously to their slippery sanctuary, killer whales appear and viciously attack their fragile craft. Charging, lashing out with powerful tails and sharp teeth, the whales wage a terrifying battle against the invaders in their midst.

Continued

After shooting a flaming arrow into the gas bag of the Hyperion (above), the evil Godi (lower left) is caught in the path of the crippled ship and finally destroyed.

Just as all seems lost, rifle shots ring out, dispersing the nearly triumphant whales. The group has drifted toward the shore where, standing next to his damaged airship, Captain Brieux has seen their plight and rescued them. After a cheerful reunion, the resourceful captain devises a plan whereby the airship can be converted into a free-floating balloon. With a lucky wind, the group will float on the air currents to Greenland.

Alas, the wind shifts, carrying the balloon back to the Godi's camp. His men are terrified by the strange flying creature, but the Godi shoots blazing arrows into the sagging gas bag. It explodes into flames, but not before the group have jumped to safety. Unfortunately for the Godi, the bouncing, flaming, crippled balloon pursues him as if with intent, eventually killing him.

Brought once more before the Viking Council, the outsiders are told they may return to civilization if they agree to two conditions: they must never reveal the secret of the island's existence, and they must leave behind a hostage.

Ivarsson, pure scientist that he is, volunteers to stay, eager for the opportunity to study this ancient community. The others depart by dog sled for Fort Conger and on to civilization.

Adapted by John Whedon from Ian Cameron's novel, "The Lost Ones," and shot on locations beyond the Arctic Circle and at Walt Disney Studios in Burbank, "The Island at the Top of the World" was produced by Winston Hibler and directed by Robert Stevenson.

Maurice Jarre, winner of Oscars for "Dr. Zhivago" and "Lawrence of Arabia," composed and conducted the musical score for the film.

"The Island at the Top of the World," a Walt Disney Production in color by Technicolor, will be released by Buena Vista for Christmas, 1974.

WALT DISNEY WORLD'S
PIONEER HALL

With a "Hoop-Dee-Doo" and Hot Corn-on-the-Cob, a Lodge Full of Fun Opens In Fort Wilderness Campground Resort:

It wasn't so long ago, really, that sturdy pioneers, pursuing a "manifest destiny," headed west beyond the Alleghanies to claim and settle a rugged country.

The journey was a hard one, fraught with danger and discomfort, but spirits were high, and whenever the opportunity presented itself — at scattered outposts and forts along the way — families joined together to sing, dance, eat, and exchange pleasantries.

Today's camping "pioneers" are no less sturdy than were their forebears, although their journeys are less filled with hazard and their sojourns in the wilderness are by choice and not by necessity. Still, when the day's myriad activities cease and evening settles in, the natural inclination is to meet with friends for companionship, relaxation, and entertainment.

At Fort Wilderness Campground Resort, where more than 700 campsites are nestled among stands of cypress, pine, and flowering bay trees on 600 acres of wilderness land, an elaborate recreation facility recently opened for the pleasure of campers and guests of Walt Disney World.

Located adjacent to Bay Lake and within walking distance of many of the campsites, Pioneer Hall covers more than 22,000 square feet and, in appearance, resembles the sturdy but graceful lodges commonly associated with the northwoods country of Oregon and Washington.

Constructed of western white pine from Montana — more than 1,000 logs were transported to Florida by rail—the central part of the building is two stories high with exterior and interior balconies. The rambling, one-story section of the hall is surrounded by a western-style porch. Inside, guests can enjoy a variety of games at Davy Crockett's Wilderness Arcade, take light refreshment at the Campfire Snack Bar, or indulge a heartier appetite at the Trail's End Buffeteria.

But it is in the evening, after campers have enjoyed a day's fun sunning at the beach, sailing on the lake, riding horseback on trails, or visiting the Magic Kingdom theme park, that Pioneer Hall swings open its doors for a truly remarkable feast of spirited high-jinks and right-from-the-kettle, down-home "vittles" in the main dining-and-entertainment room.

Here, where giant granite pillars reach up to support a balcony under a massive beamed ceiling and where floor- and balcony-level tables face towards a velvet-curtained stage, guests enjoy country-style fried chicken, barbecued ribs, hot corn-on-the-cob, steaming baked beans, and a healthy serving of "mom's original hot apple pie."

As good as the food is, the entertainment makes it even more enjoyable. For, as singing hosts and hostesses serve guests each hearty course, actors, dancers, and musicians take center stage to entertain throughout the meal.

It's all great fun, and a wonderful way to end the day at Walt Disney World. Easily accessible from all parts of the "Vacation Kingdom" by water transport or mini-bus, Pioneer Hall is the first important "settlement outpost" in what eventually will become a complete western town. "Pioneers" and "city-slickers" alike won't want to miss it.

SPINNERS OF RAINBOWS

Disneyland's Guatemalan Weavers

Rich, royal purples, sizzling reds, warm, golden yellows, tranquil blues, lush emeralds—from the time Columbus made his last voyage to Central America until his death, these colors remained etched in his memory. And for those who followed him, from the 16th-century to the present, the rich flora, exquisite birds with bright plumage, sleek jungle cats, and azure skies of the enchanting land called Guatemala have left lasting impressions.

The Mayan Indians of Guatemala, who use these magnificent colors in their weaving designs, have been practicing their craft since 1,000 B.C. Specializing in weaving colorful fabrics with intricate patterns, the Mayans used a loom with one end strapped to their waist and the other attached to a tree or post. When choosing colors a Mayan once used red as a symbol for blood, blue (for which they are famous) to symbolize sacrifice, yellow to represent food—and purple was especially prized because the dye came from a rare mollusk.

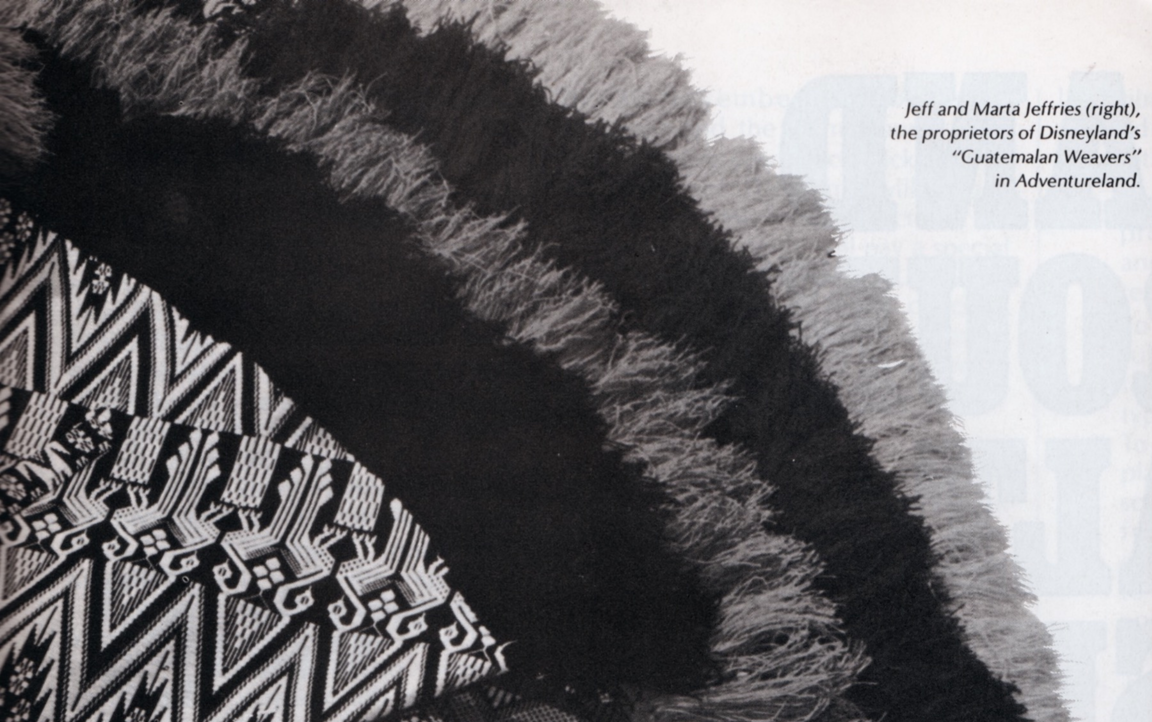
"The Mayans live in a colorful world," smiles Marta Jeffries, who with her husband, Jeff, runs the "Guatemalan Weavers," a shop in Disneyland's Adventureland. "Wild flowers, tropical forests, splendid animals—many lovely things surround them. So naturally, their weaving reflects many beautiful colors. That's why Jeff and I dedicated ourselves to showing the world these fantastic fabrics."

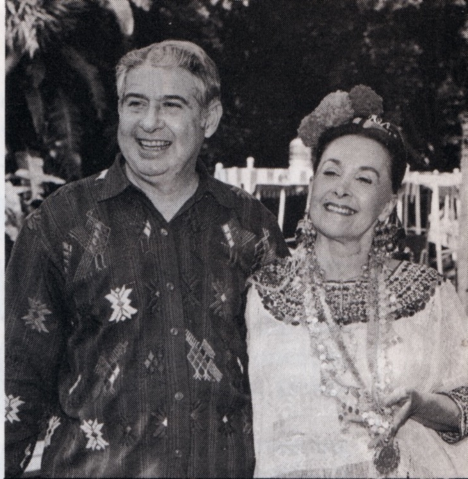
It was in the historic capital of Guatemala City that Jeff met his wife, Marta Cordón, whose Guatemalan heritage goes back to the Spanish conquistadores of the seventeenth century.

In 1949, seeking adventure, Jeff Jeffries joined the crew of a steamship that was headed for South America. But when the vessel stopped over in Guatemala: "I just got off the ship and never went back."

In 1950, Jeff and Marta opened the "Mayan Modern," a shop featuring the clothing, jewelry, and fabrics of the Mayan Indians. Marta created (and still does) the styles for everything from ponchos to purses for the shop.

Five years later, a customer having a cup of coffee in the Mayan Modern turned out to be a representative for Walt Disney Productions. Jeff remembers: "The man asked us if we would like to open a shop at a new attraction being built in Southern California called 'Disneyland.' We really had no





Jeff and Marta Jeffries (right), the proprietors of Disneyland's "Guatemalan Weavers" in Adventureland.

idea what a Disneyland was, but we came to California because we were in the mood for adventure."

Residing near Disneyland since its opening, the Jeffries still maintain their shop in Guatemala which supplies their shop at Disneyland. Like the Mayan Modern, the Guatemalan Weavers features bright, colorful skirts, blouses, dresses, shirts, ponchos, shoes, purses, fabrics, jewelry, dolls—all authentic Mayan items in every style and pattern imaginable—making the shop a rainbow of delight for the guests who visit Disneyland from all over the globe.

"In the world today," states Marta, "communications are so advanced—so sophisticated—that countries are getting to know much more about one another. And I think one of the nicest ways countries can get acquainted with each other is through their various crafts and artifacts. It's a very human approach—and it makes the world seem so much smaller."

In fact, if guests traveling through Disneyland's "It's A Small World" look closely, they'll notice that the children in the Central American settings are dressed in the Jeffries' Mayan fabrics.

"When we disembarked from our first journey through 'It's A Small World,'" says Marta, "Roy Disney came up to us and asked, 'Well, how did you like yourselves?' And we replied, 'We just loved ourselves!'"

And the Jeffries should. For like the Mayan weavers of past and present, Jeff and Marta bring a rainbow of color and happiness to others by translating the beauty of Guatemala into tangible items—and sharing them.

IN AND AROUND WALT DISNEY PRODUCTIONS

Movies

. . . Do you believe in ghosts? Eddie Albert, one of the stars of Walt Disney Productions' "Escape to Witch Mountain," does. "I think it is possible that certain vibrations and waves left in the atmosphere over many hundreds of years can reassemble into an object—perhaps a living object or a human being." Also starring Ray Milland, Donald Pleasence, Kim Richards, and Ike Eisenmann, "Escape to Witch Mountain," currently being filmed, is about two orphans with psychic powers.

. . . Disney animators are still very hard at work on "The Rescuers," a story based on the Margery Sharp novels about a society of mice who are constant do-gooders.

...There is a new feature being planned around the Barbary apes on Gibraltar entitled, "Scruffy," and a fantasy adventure, "The Book of Three," based on the Welsh fairy tales by Lloyd Alexander.

Wonderful World of Disney

Announcements for the 1974-1975 "Wonderful World of Disney" fall lineup have just been made. Disney's 21st year on television promises to be an enjoyable one featuring comedies, melodrama, animal adventure, mystery, and nature drama. Be on the lookout for exciting features such as: "Million Dollar Duck;" "Shokee, The Everglades Panther;" "Adventure In Satan's Canyon;" "The Truth About Mother Goose;" "The Legend of the Boy and the Eagle;" "Stub, The Best Cow Dog In The West;" "The Wild Country;" "The Boy Who Talked to Animals;" "Deacon, The High Noon Dog;" "The Secret of Glory Mine;" "The Footloose Goose From Saskatchewan;" and "Greyfriar's Bobby."

Disneyland

. . . Fall will be an exciting season at Disneyland with special events, top-name entertainment, and holiday festivities taking place during September, October, and November.

. . . On September 14, the Park will

come alive with a back-to-school-fling Date Night, and on September 21, there will be a country music spectacular in Tomorrowland starring Buck Owens and the Buckaroos along with other well-known western groups.

. . . Senior Citizen's Days (October 9, 10, and 11) will feature special entertainment and shows including well-known stars from the Lawrence Welk Show.

. . . The Thanksgiving Holidays (November 29 and 30) will be celebrated with special talent, stage shows, and night-time dancing to the sounds of big-band entertainment.

Walt Disney World

. . . Special Fall events in the Magic Kingdom theme park will include: *Country Music Jubilee Weekend,* September 14-15, two exciting days of live country entertainment on stage.

. . . September 16-22 will be a week-long *Armed Forces Salute,* a military tribute featuring patriotic parade units, ceremonies, and guests.

. . . On September 28 and 29, the happiest birthday party ever will be celebrated as Walt Disney World marks its third year of fun and family entertainment. There will be a special "Once-A-Year Birthday Parade" down Main Street, U.S.A.

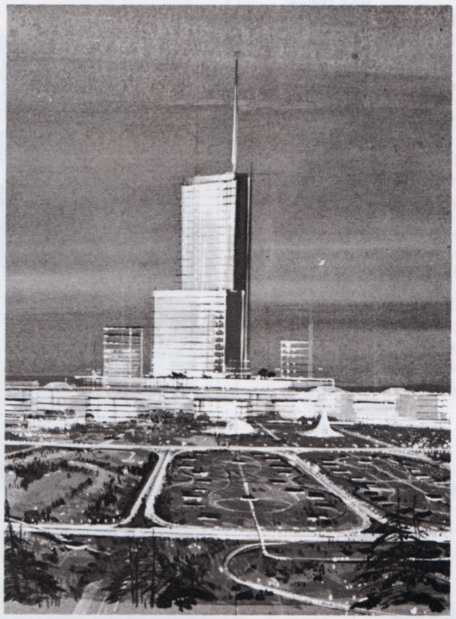
. . . The third annual Walt Disney World *Halloween Weekend,* October 26 and 27, promises to be "spook-tacular." All guests will receive a complimentary journey through the Haunted Mansion with purchase of a Magic Kingdom admission. There will also be a special parade featuring the Wicked Witch as Grand Marshall.

. . .*The Walt Disney World Golf Classic: National Team Championship,* a $250,000 championship, will be held October 30-November 3 on both the Magnolia and the Palm Courses. For the last three years, Jack Nicklaus has won the event. The format will include a Pro-Am on Wednesday, October 30.

. . . Walt Disney World will pay a special week-long *Salute to Georgia,* November 2-10. There will be special concerts, parades, food, and entertainment throughout the Magic Kingdom in honor of Florida's neighboring state.

EPCOT

. . . In accepting the American Marketing Association's 1974 Parlin Award for Distinguished Achievement in Marketing, Card Walker, President and Chief Operating Officer of Walt Disney Productions, stated that the Company has progressed to the point in development of Walt Disney World that it is now prepared to move forward, in a phased program, with the development of Walt Disney's concept for an Experimental Prototype Community of Tomorrow (EPCOT). At a formal reception and dinner of the American Marketing Association, Mr. Walker described EPCOT as a "Community of tomorrow that will never be completed, but will be always introducing and testing and demonstrating new systems. EPCOT will always be a showcase to the world of ingenuity and imagination of the American Free Enterprise system." Mr. Walker stated that in the months to come the Disney Organization will conduct a series of discussions with leading businessmen, industrialists, scientists, and artists to help the Company make EPCOT a reality. "At this moment," continued Mr. Walker, "we have identified seven specific objectives which will serve as a launching point for further discussion and advancement of the EPCOT concept:



1. To encourage industry and the professions to introduce, test, and demonstrate new ideas, materials, and systems.
2. To showcase and prove the usefulness of promising concepts, technology, and specific prototype projects.
3. To provide an ongoing 'meeting place' where creative people of science, industry, and the arts, from all over the world, may gather for days, weeks, or months to discuss and develop specific solutions for the needs of mankind.
4. To advance the excellence of environmental planning.
5. To bring together in a living, working, creative environment, people of varied interests, talents, and backgrounds who will live together in a community and climate where experimentation is accepted and fundamental.
6. To create an artful and efficient environment—a community fashioned in human terms—with the belief that people who live, work, and play together are the heart of the city.
7. To provide, for the first time anywhere, a practical basis for investigating — proving not only the 'popularity' — but the economic feasibility of new ideas, materials, and systems tested here."

Mr. Walker emphasized that the needs of the people will provide the foundation for the development of EPCOT, and that this community will always be a place for study where people of all interests and nationalities may come to study technologies which can be applied to their own communities. "As to the brick and the mortar — the city itself — it seems to us that EPCOT, just as Walt Disney said, 'will never be completed, as long as there is imagination left in the world.' " In closing, Mr. Walker said, "EPCOT is obviously something no company could ever do alone. It will require all of American industry to make it a reality, and to help us prove that we need not look to government for the solution to all our nation's problems. We believe that EPCOT will help American industry to create new markets that they never before knew existed."

Disneyland "The happiest place on earth"

PARK IN CALIFORNIA

SPECIAL MAGIC KEY TICKET BOOKS NOT AVAILABLE TO THE GENERAL PUBLIC

Includes Admission and ANY 11 Attractions of Your Choice:

	Value	Box Office Price
ADULT	($13.85)	**$5.75**
JUNIOR (12 thru 17)	($12.85)	**$5.25**
CHILD (3 thru 11)	($ 9.75)	**$4.75**

(Parking — 50¢ per car)

Available ONLY to Magic Kingdom Club Members. Present Magic Kingdom Club Card at Main Entrance Box Office.

REGULAR TICKET BOOKS AVAILABLE TO THE GENERAL PUBLIC

COUPON MAKE-UP

	A 10c	B 25c	C 40c	D 70c	E 85c	General Admission Ticket
11-Ride	(1)	(1)	(2)	(3)	(4)	(1)
15-Ride	(1)	(2)	(3)	(4)	(5)	(1)

11-RIDE TICKET BOOK	Value	Box Office Price
ADULT	($11.15)	**$6.00**
JUNIOR (12 thru 17)	($10.15)	**$5.50**
CHILD (3 thru 11)	($ 7.75)	**$5.00**

15-RIDE TICKET BOOK		
ADULT	($13.35)	**$7.00**
JUNIOR (12 thru 17)	($12.35)	**$6.50**
CHILD (3 thru 11)	($ 9.85)	**$6.00**

GENERAL ADMISSION ONLY

Entitles guest to admission to DISNEYLAND, its free shows, exhibits and entertainment, and to visit the seven theme lands.

ADULT	**$4.50**
JUNIOR (12 thru 17)	**$3.50**
CHILD (3 thru 11)	**$1.50**

(Parking — 50¢ per car)

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE!

FALL OPERATING HOURS

Disneyland is open Wednesday through Sunday during the fall, winter and spring seasons. The operating hours are 10 AM to 6 PM on Wednesday, Thursday, and Friday and 9 AM to 7 PM on the weekends. Extended operating hours will be in effect over the Thanksgiving weekend.

Fall is a great time to visit the "Happiest Place on Earth" . . . cooler weather and shorter lines combined with the excitement of 54 major attractions and top-flight entertainment add up to a fun-filled day for you and your family.

All Magic Kingdom Club Members receive

a 20% DISCOUNT on any standard size car AT ALL HERTZ RENT-A-CAR LOCATIONS!

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That's right! Just present your Membership Card at the Hertz counter upon arrival, and you will receive your 20% discount on any standard size Hertz car.

(This discount not applicable to "unlimited mileage" rates, weekend specials, other promotional rates, or package rental plans.)

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- **WALT DISNEY WORLD AND THE CARIBBEAN**

for reservations or further information, call or write:

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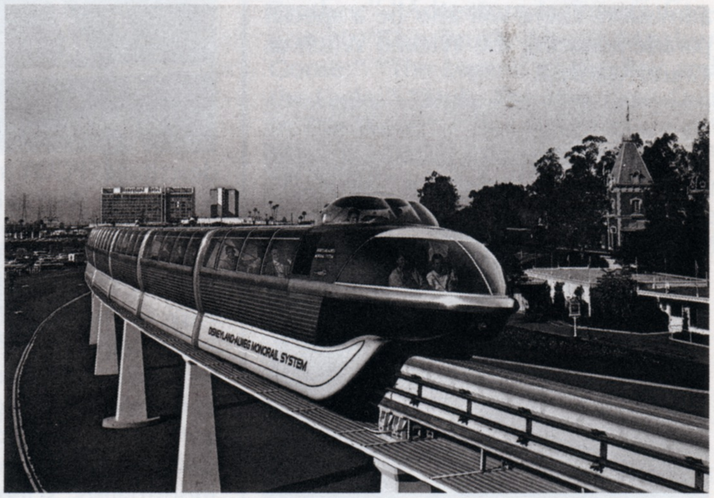
TRAVEL CENTER
P.O. Box 4180, Anaheim, California 92803
(714) 956-2600



ENJOY DISNEYLAND'S NEWEST ATTRACTION "AMERICA SINGS" A FUN LOVIN' LOOK AT AMERICA'S MUSICAL HERITAGE

Disneyland Hotel ANAHEIM, CALIFORNIA

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MAGIC KINGDOM CLUB®
EXCLUSIVE . . .

DISNEYLAND Mini-VACATION!

Your family can enjoy a 2, 3 or 4 day Mini-VACATION featuring . . .

All of the exciting adventures and thrills of

Disneyland

"The happiest place on earth"

Deluxe accommodations at the exciting

Disneyland Hotel

plus . . . a visit of your choice to other favorite Southern California attractions such as Knott's Berry Farm, Lion Country Safari, The Queen Mary, Universal Studios, Japanese Village, and Marineland, when you select a 3 or 4 night **Mini-VACATION.**

	Adult (Per Person)	Junior* (Per Person)	Child* (Per Person)
2 Nights 2 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person)	**$46.50**	**$ 9.50**	**$ 8.50**
3 Nights 3 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person) Choice of one (1) of the "Goodtime Features" (per person)	**$67.50**	**$13.00**	**$10.75**
4 Nights 4 nights deluxe accommodations at the Disneyland Hotel 2 Special MKC Ticket Books (per person) Choice of two (2) of the "Goodtime Features" (per person)	**$88.00**	**$16.50**	**$13.00**

Goodtime Features

1) Admission to Japanese Village & Deer Park
2) Knott's Berry Farm - Admission & 6 ride ticket book
3) Admission to Lion Country Safari
4) Admission to Marineland of the Pacific
5) Queen Mary - Upper Deck tour and admission to Jacques Cousteau's Living Sea
6) Universal Studios Tour
7) Lunch or Dinner in one of Disneyland's many restaurants

For each room reserved, a minimum of two adult rates is required. Full payment may be made at time reservation is made, but must be made fourteen (14) days prior to arrival. In the event of cancellation, full refund will be made if cancellation occurs more than five (5) days prior to scheduled arrival.

Effective through December 31, 1974. Prices subject to change without notice.

*Occupying room with adults

Special Note

Advance reservations must include your MKC Chapter number, and membership card must be presented at time of hotel registration.

for reservations or further information, call or write:

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(714) 956-2600

Reminder: When *not* using the Mini-Vacation plan, your Magic Kingdom Club card entitles you and your family to a 10% discount at the Disneyland Hotel on accommodations only.

Walt Disney World
VACATION KINGDOM IN FLORIDA

"The Vacation Kingdom of the World"

SPECIAL MAGIC KEY TICKET BOOKS NOT AVAILABLE TO THE GENERAL PUBLIC

Includes use of Walt Disney World Transportation System (Monorails, ferry boats, and trams) for one day, Magic Kingdom Theme Park admission, and ANY 8 attractions of your choice.

	Value	Box Office Price
ADULT	($12.45)	**$6.25**
JUNIOR (12 thru 17)	($11.45)	**$5.75**
CHILD (3 thru 11)	($ 8.65)	**$5.25**

Available ONLY to Magic Kingdom Club Members. Present Magic Kingdom Club Card at Main Entrance Box Office.

REGULAR TICKET BOOKS AVAILABLE TO THE GENERAL PUBLIC

COUPON MAKE-UP

	A 10c	B 25c	C 50c	D 75c	E 90c	General Admission Ticket	Transportation Ticket
8-Ride	(1)	(1)	(1)	(2)	(3)	(1)	(1)
12-Ride	(1)	(1)	(2)	(4)	(4)	(1)	(1)

8-RIDE TICKET BOOK	Value	Box Office Price
ADULT	($10.30)	**$6.50**
JUNIOR (12 thru 17)	($ 9.30)	**$6.00**
CHILD (3 thru 11)	($ 7.00)	**$5.50**
12-RIDE TICKET BOOK		
ADULT	($13.20)	**$7.50**
JUNIOR (12 thru 17)	($12.20)	**$7.00**
CHILD (3 thru 11)	($ 9.80)	**$6.50**

GENERAL ADMISSION ONLY

Entitles guests to the use of the transportation systems (Monorails, ferryboats, and trams), admission to the Magic Kingdom Theme Park and all its free shows, exhibits, and entertainment.

ADULT	**$5.25**
JUNIOR (12 thru 17)	**$4.25**
CHILD (3 thru 11)	**$2.25**

(Parking — 50¢ per car)

ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE!

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P.O. Box 600, Lake Buena Vista, Florida 32830
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Walt Disney World is open seven days a week throughout the year, with extended operating hours during holiday periods.

Truly the "Vacation Kingdom of the World", Walt Disney World features an abundance of exciting activities for you and your family. Enjoy the fall months at this vacation destination and don't miss the nightly Electrical Water Pageant on the Seven Seas Lagoon!

GOOD NEWS FOR MAGIC KINGDOM CLUB GOLFERS!

Upon presenting your membership card, MKC members are eligible for the following rates at the Walt Disney World Golf Resort and our nearby Lake Buena Vista Course:

	General Public	MKC Members
Greens Fee	$10.00	$ 6.00
Electric Car	5.00	5.00
	$15.00	$11.00

THE WALT DISNEY WORLD GOLF RESORT...

Home of the $250,000 Walt Disney World Golf Classic and the National Team Championship coming October 31 - November 3.

Jack Nicklaus, pictured above with Mickey Mouse, has won individual championships at the Classic for the past three years.

Exclusively for Magic Kingdom Club Members . . .

4 GREAT WAYS TO VISIT Walt Disney World

VACATION KINGDOM IN FLORIDA

VACATION KINGDOM HOLIDAY

$88 — Price Per Person, ADULT Double Occupancy

Junior (12-17): $26 Child (3-11): $22

Includes, per person:

- 3 nights' accommodations at either the Contemporary Resort or Polynesian Village themed resort hotels.
- 4 days' use of the WALT DISNEY WORLD transportation system.
- 2 Magic Kingdom Club WALT DISNEY WORLD ticket books.
- Additional coupons and tickets good for choice of WALT DISNEY WORLD activities.

MOTOR INN PLAZA

$58 — Price Per Person, ADULT Double Occupancy

Junior (12-17): $13 Child (3-11): $12

Includes, per person:

- 3 nights' accommodations at one of the four Motor Inn Plaza Hotels in Lake Buena Vista.
- 2 Magic Kingdom Club WALT DISNEY WORLD ticket books.
- Round trip shuttle bus coupons to the Theme Park.

Reminder: When *not* using the Motor Inn Plaza vacation plan, your Magic Kingdom Club card entitles you and your family to a 10% discount at the four Motor Inn Plaza hotels on accommodations only.

CAMPING JAMBOREE

$22 — Price Per ADULT, Plus Campsite Cost ($12 per night)

Junior (12-17): $20 Child (3-11): $17

Includes, per person:

- 3 nights at a Fort Wilderness campsite.
- 4 days' use of the WALT DISNEY WORLD transportation system.
- 2 Magic Kingdom Club WALT DISNEY WORLD ticket books.
- Additional coupons and tickets good for choice of WALT DISNEY WORLD activities.

GOLF VACATION

$103 — Price Per Person, ADULT Double Occupancy

Junior (12-17): $43 Child (3-11): $38

Includes, per person:

- 3 nights' accommodations at the Golf Resort Hotel.
- 4 days' use of the WALT DISNEY WORLD transportation system.
- 2 days of unlimited golf including Electric Golf Cart.
- 1 Magic Kingdom Club WALT DISNEY WORLD ticket book.
- Additional coupon and tickets good for WALT DISNEY WORLD activities.

GENERAL INFORMATION for the above MAGIC KINGDOM CLUB VACATION PLANS

Junior and Child Rates Applicable Only When Occupying Room with Adults.

Effective through December 31, 1974. Prices subject to change without notice, and subject to applicable taxes.

For each room reserved, a minimum of two adult rates is required. A deposit will be requested upon confirmation and full payment is required twenty-one (21) days prior to arrival. In the event of cancellation, full refund will be made if cancellation occurs more than five (5) days prior to scheduled arrival.

SPECIAL NOTE: Advance reservations must include your MKC Chapter number, and membership card must be presented at time of hotel registration.

for reservations or further information, call or write:

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THE GREAT GET-TOGETHER

The 1974 Walt Disney World Golf Classic...where great golf combines with the great traditions of Disney...to present the most unforgettable Tournament of the PGA Season.

This year's Classic is designed to be a grand occasion for players and spectators alike...from the Twin Pro Ams, featuring prominent celebrities on the magnificent Magnolia and Palm Course fairways ...to the grand finale of the 1974 circuit...the spectacular $250,000 National Team Championship... the only competition of the year when pairs of PGA Professionals get together and play as a team.

Join in the spirit of this great event...from the first drive...to the final putt...when the Classic Title will top off a week of exciting golf...at Walt Disney World!

Again this year...the Hughes Television Network will televise the exciting action on Saturday, November 2, from 4-5 p.m. Eastern Time, and on Sunday, November 3, from 4-5 p.m. Eastern Time. For ticket information, write...Walt Disney World Golf Classic Admission Office, Post Office Box 40, Lake Buena Vista, Florida 32830.

Walt Disney World
Golf Classic

NATIONAL TEAM CHAMPIONSHIP
OCTOBER 30 THRU NOVEMBER 3, 1974

© Walt Disney Productions